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Maxiwell Luo

913 Ashford Lane
Westmont, IL 60559

Education		
	University of Illinois at Urbana-Champaign	Urbana-Champaign, IL
	Bachelor of Science, Computer Science + Master of Computer Science	Graduation: May 2021
	GPA: 3.69/4.0	
	Hinsdale Central High School	Hinsdale, IL
	Valedictorian	August 2013 – May 2017
	GPA: 5.93/5.0	

Relevant Courses Machine Learning (IP), Computer Security II (IP), Applied Parallel Programming (IP), Interactive Computer Graphics, Programming Languages and Compilers, Algorithms, Top Down Video Game Design, Game Dev Process, Communication Networks, Computer Security I, Algorithms & Models of Computation, UI Design, Probability and Statistics, System Programming, Applied Linear Algebra, Numerical Methods I, Computer Architecture, Data Structures

Work Experience		
	Eagle Seven, Software Development Intern	Chicago, IL
	— Wrote software to calculate network performance metrics of high-frequency trade engines	May 2019 – August 2019
	— Improved the automation, comparison, and real-time tracking capabilities of the performance testing framework through InfluxDB and Grafana to drive future development	
	Fermilab, Application Development and Systems Analyst	Batavia, IL
	Designed and developed a modern web application in Angular to interface with an instrument calibration database	May 2018 – August 2018
	Fermilab, Software Intern	Batavia, IL
	Using C, implemented and analyzed the effectiveness of data compression algorithms for use in data collection during experiments	June 2016 – July 2016

Projects		
	HackIllinois	Urbana-Champaign, IL
	Cooperated in a team to implement a desktop drawing/messaging application modeled on the DS software PictoChat in Python	February 2018
	neuralMario	Hinsdale, IL
	Implemented a NEAT algorithm to create an AI that could play Super Mario World	May 2017
	Black Lung	Westmont, IL
	Developed a short third-person action game in Unreal Engine with a group of peers	2016

Activities		
	UIUC SigPWNy	Urbana-Champaign, IL
	— Collaborated with peers to teach one another computer security topics and techniques to exploit security vulnerabilities	2017 – Present
	— Competed in in-house and outside	
	Robotics Team	Hinsdale, IL
	— Designed and built robots to compete in the FIRST Robotics Competition on team DevilStorm Robotics	2013 – 2017
	— Trained new members in fundamental programming techniques	

Skills	
	Proficient in C/C++, Java, Python
	Intermediate knowledge of Verilog, HTML/CSS, Javascript (Angular), InfluxDB, Grafana, Unity, Unreal Engine, WebGL
	Basic skills with Rust, OCaml, x86 Assembly